

Split3r 1.4.0, macOS Installation Guide (Apple Silicon M1–M4)

Prerequisites

Install Blender 4.5 LTS

1. Download Blender 4.5 LTS from blender.org/download/lts/4-5
 - **Mac Apple Silicon (M1/M2/M3/M4)** → select **macOS – Apple Silicon**
2. Open the Blender `.dmg` and drag **Blender.app** to your **Applications** folder
3. Launch Blender once to verify it works correctly
4. Quit Blender

⚠ Blender must be installed in `/Applications/Blender.app` for Split3r to find it automatically. Any 4.5.x version is compatible.

Installing Split3r

1. Install Split3r

1. Open the Split3r DMG file you received (for example **Split3r_1.4.0_macOS.dmg**, **Split3r_1.4.0_b0_macOS.dmg**, or similar, the exact filename may include a version or build suffix)
2. In the window that opens, drag **Split3r.app** to your **Applications** folder
3. Eject the DMG

2. Remove the quarantine attribute (required)

Because Split3r is not yet notarized during the beta, macOS marks the downloaded app with a "quarantine" attribute. On recent macOS versions (Sonoma, Sequoia), this prevents the app from launching with an error like **"Split3r is damaged and can't be opened"**.

To remove the quarantine attribute:

1. Open **Terminal** (press `Cmd+Space`, type "Terminal", press Enter)
2. Copy and paste the following command, then press Enter:

```
xattr -cr /Applications/Split3r.app
```

3. Close the Terminal

i This step is required **only once**, right after installing or updating Split3r. You'll need to repeat it every time you install a new version from a DMG.

! The app is **not damaged**, this message simply means macOS cannot verify its notarization status. Split3r is signed with a valid Apple Developer ID; notarization will be added before the final release.

3. First Launch

Once the quarantine attribute is removed, you can launch Split3r normally by double-clicking **Split3r.app** in your Applications folder.

If you still see a security warning on the first launch:

1. **Right-click** (or Ctrl+click) on Split3r.app
2. Select **Open** from the menu
3. Click **Open** in the confirmation dialog

i This alternative method is only needed if the `xattr` command above was not run.

i On first launch, Split3r automatically installs a required Python library (Shapely) in the background. This happens transparently and requires an internet connection.

! macOS may display a dialog asking "**Split3r wants access to control Blender**". You must click **OK** to allow it. This permission is required for Split3r to launch Blender during the splitting process. If you accidentally clicked "Don't Allow", go to **System Settings** → **Privacy & Security** → **Automation**, find Split3r, and enable the checkbox next to Blender.

License Activation


1. On first startup, Split3r will ask for your license
2. Enter your **email** and **name**
3. Click **Validate**
4. An internet connection is required

Troubleshooting

Issue	Solution
"Split3r is damaged and can't be opened"	Run <code>xattr -cr /Applications/Split3r.app</code> in Terminal (see step 2)
"Split3r cannot be opened"	Right-click → Open (see First Launch)
Blender not found	Check that Blender.app is in <code>/Applications/</code>
Activation error	Check your internet connection and credentials
Split3r crashes when splitting (Shapely missing or numpy error)	Open Terminal and run <code>/Applications/Blender.app/Contents/Resources/4.5/python/bin/python3.11 -m pip install shapely --target ~/blender_packages --force-reinstall</code>
Split stalls and never completes	Check that the Automation permission is enabled: System Settings → Privacy & Security → Automation → Split3r → Blender ✓
Split3r won't start	Restart your Mac and relaunch Split3r

System Requirements

	Minimum	Recommended
macOS	11 Big Sur	13 Ventura or later
Processor	Apple M1	Apple M2 or later
RAM	8 GB	16 GB
Disk space	2 GB	4 GB

 **Tested on Apple Silicon only (M1/M2/M3/M4).** Compatibility with Intel Macs has not been verified.